

INTENT:

This Addendum is issued by the Redevelopment Agency of the City of San Jose to provide for modification and clarification of the bidding documents dated October 16, 2006. Bidder shall ascertain prior to submitting its Proposal that it has received all addenda issued.

In the event of a conflict between the terms and provisions of this Addendum No. 1 and the terms and provisions of the bidding documents, the terms and provisions of this Addendum No. 1 shall control. In all other respects, the bidding documents shall remain unchanged and in full force and effect.

A. DESCRIPTION OF CHANGES TO THE BIDDING DOCUMENTS

Notice to Contractors/Invitations for Bids - **Replace** in its entirety. **(Copy Attached)**

Section 00100 – Instructions to Bidders - Section 2.3 – Qualification of Bidders – Paragraph 1 is revised to read as follows: Bidders shall possess a valid California Class A (General Engineering Contractor) or **Class C-10 (Electrical Contractor)** Contractor's License. Failure to possess either the Class A or **Class C-10** License shall render the bid non-responsive and shall act as a bar to award of the contract to any bidder that does not satisfy these license, certification and registration requirements at the time of bid submittal. Each bidder shall furnish satisfactory evidence of competency to perform the work contemplated. The Agency reserves the right to reject a bid if the bidder has not submitted a Statement of Qualifications prior to the date of the opening of the bids. **(Copy Attached)**

Section 00300 – Proposal Form – **Replace** in its entirety. **(Copy Attached)**

B. SUPPLEMENTAL INFORMATION

The following are responses to requests for information and clarifications raised through November 16, 2006.

RFI-1 *Question: Specification Section 00100 -2.3 requires the Prime Contractor to have a Class A License. Since the majority of the work is Electrical is a C10 License acceptable?*

Response: Please see description of changes to bidding documents in item A Above.

End of Addendum No. 1